LOADSTAR LETTER #59

Back In Time Is Available From Loadstar For $20.00 Shipping Included

This professionally produced audio CD is playable on any home compact disk player. It comes filled with an hour of music that will sweep you into the past, using professionally remixed tunes of famous C-64 games you have loved. If you like SID music or contemporary instrumentals, you owe it to yourself to hear this CD. I now use MIDI professionally and I know plenty of people who produce MIDI music. Chris Abbott is one of the masters. Better put, he's a finisher. Chris Abbott emailed me about a year ago, telling me of his C-64 audio project. His goal was to professionally reproduce well-loved Commodore demo and game tunes. He pulls this off quite well, using state-of-the-art MIDI equipment. These CDs were not manufactured on a PC's CD recorder. They were professionally pressed, fully packaged and contain a nice little booklet with explanations for each song along with a Rob Hubbard interview. The item number is #200122

and all major credit cards are accepted. I might add that I enjoy listening to the CD, particularly tracks 15 and 8. The CD is reviewed in the LOADSTAR Letter #58.

Wheels Has a Rocky Debut Among Some GEOS Aficionados

By Jeff Jones. I've heard some mixed reviews on Wheels, by Maurice Randall, from people like Roger Detaille and Robin Harbron. I use Wheels now instead of GEOS because I can just boot it without turning off half my system. It works well with my CMD system while GEOS itself forces me to ignore many of my drives. Still I am guilty of missing some of the glitches that a true GEOS user would find when they try to run their favorite programs. I guess this says a lot about me. I'm not a GEOS lover. I use it only when I have to. While I know there must be many programs that don't like Wheels, I have only tried GeoWrite, GeoPaint, GeoGIF and GeoBeap with it. Of those only GeoGIF refused to run. So I'm not the best person to review Wheels. Neither is Robin Harbron, who is also not a GEOS lover. So since Robin and I aren't true GEOS roughnecks, we'll have to farm out our Wheels review to someone else.

Since LOADSTAR will be selling D64 versions to MS-DOS users, I must make D64 versions of LOADSTAR using GeoBeap, which does it faithfully despite a glitch in Wheels that prevents me from seeing the source directory. Since only a few D64 files will fill up a 1581 disk drive, it's good to be able to have GeoBeap write to a native partition with 16000 blocks free. For me the benefits of Wheels outweigh the rough edges.

I look forward to seeing all of its features enabled, and perhaps some of the piracy policing disabled. My official

ten-plus-year-old copy protected GEOS disk just crapped out on me. Maurice's policy of only having Wheels install with an original GEOS disk is a bit far reaching. If I were to buy Wheels right now, I couldn't use it because my original disk is dead and buried. I do have my GeoMakeboot disk on my hard drive, which I prefer to use anyway. The notion that I would have to send in any disk or manual of my own in order to prove that I own GeoProgrammer is gratuitously dictatorial for me. I won't be a part of that in order to program for Wheels -- even for free. I hope to see that disappear.

I hate copy protection. All the copy protection built into the Compression Kit is the only thing that keeps it from running with a SuperCPU. It also won't run if you have a bad SID chip. So a product which I used to enjoy using is now shelved permanently. I also dislike bowing to copy protection. It's a thing of the past. Good riddance. I have an eleven-year-old copy protected Amiga disk that I can't boot now for no other reason than it's copy protected and my old drive (which works on other Amiga disks) won't run this program. Can't boot it on my other newer drive because of the copy protection expecting it to be booted from a certain drive. I don't mind Maurice's policy of giving each of his products an ID number. It definitely deters sharing software with your friends.

Tangible Internet Freebies! Jeff Emails Fox News And Clothes His Wife!

By Jeff Jones. I watched an episode of Newswatch on the FOX news channel after being prompted by their introspective talk that polices the news business. In that show, they talked about lazy journalism, which has been annoying me for quite some time. I sent the following email to newswatch@foxnews.com:

I can't believe no one has mentioned before that the media has gotten lazy. This is why we see so much about Clinton and OJ. It's easy, quick and cheap to get a few eager talking heads in a roundtable and talk about unresearched "facts" rather than pay

reporters to investigate and report news.

Also, it means NOTHING to me when I see a man doing a "standup" in front of the Whitehouse. It doesn't mean he's any closer to the facts. It gets really stupid seeing a reporter doing a standup in the rain. Or if the President isn't even in the Whitehouse.

Jeff Jones
Shreveport, LA

For those who don't know, a "standup" is when a reporter stands in front of something, like the Whitehouse or a forest fire. They seem to feel that standing in front of it adds something to the report. Perhaps an hour later I received the following automated response:

Hi -
Great to hear from you! Thanks for writing us at Fox News. We want you to know that we appreciate your comments and questions and we've forwarded them to the right people.

In the meantime, we'd love to send you a FREE GIFT from Fox News and invite you to sign-up for our weekly email newsletter.

To get your FREE GIFT or to sign up for the newsletter, go to http://www.foxfan.com

If you cannot access our web page, you can still get the FREE GIFT and newsletter by calling Fox News Viewer Services at (888) 369-4762. Please mention that you would like the free gift and/or the email newsletter.

Best regards!
Fox News Viewer Services

I ventured to the URL and filled out a questionnaire. Two weeks later a nice FOX T-shirt, bumper sticker, refrigerator magnet and bookmark arrived in my mailbox. If you'd like a free FOX T-shirt, sound off and get them while they last.

Unzip64v2.12 Update

By Robin Harbron. Just a few months ago, I had the pleasure of reviewing an exciting new program: Unzip64v2.00. Loadstar Letter #56, page 2 has the details, but I'll review here.

Errol Smith (AKA Strobe) from Australia said, "I started this project primarily because I was interested in learning compression theory. Also, there

has always been demand for a program such as this." PKZip is a popular file archiving/compression format, similar in many respects to Loadstar's Wraptor program, but with much more widespread use. The Commodore has been able to deal with PKZIP v1.10 or earlier files for quite some time, using David Schmoll's program. However, PKZIP v2.xx files have become very prevalent during the '90s, and we have had no way of dealing with them. Unzip64v2.00 was the first program for the Commodore 64 that could uncompress these files. We cannot create PKZIP v2.xx files – yet.

Unzip64v2.12 is a fantastic upgrade to the original program. The most impressive update is the huge speed improvement. However, we'll work through the changes in the order we encounter them while working with the program.

The self-extracting distribution file is still just 39 blocks, which creates 2 files when run – the main 22-block program, and a 37 block sequential file of documentation.

When run, the main menu is very similar to v2.00, with two important additions. The first new feature is the ability to send disk commands to either the source or destination drive. This simple feature is something every Commodore program should include. Programmers, take note! The second addition is support for .gz and .tgz files. These files are close relatives to PKZIP files, and are usually made on UNIX machines, with the GZIP command. Many Commodore 64 FTP Internet sites store files in this format. FTP stands for "File Transfer Protocol" and is very similar to the upload/download area of a bulletin board system.

I found the menu for Unzip64v2.12 a little overwhelming at first, due to the large number of options crowded in the list. Perhaps better use of color on the title screen would make things a bit more intuitive. However, once I had carefully read through the screen, I found it very easy to navigate. I simply ran the program, hit F5, typed in the filename I wanted to unzip, and then hit F7 to start the process.

I tried the same three test files that I used on the earlier version of Unzip. I was very impressed with the improved speed, especially the improvement for

the stock machine. I tested the program on my SuperCPU v1 at both 1 and 20 MHz, with my single FD-2000 being both the source and destination drive. I've included both the old v2.00 and the new v2.12 results, timed in seconds. Here are the results from my time trials:

SONGS.ZIP, 23 blocks total, 2 files inside.

At 20Mhz:
v2.00	13.5 seconds.
v2.12	11.7 seconds.

At 1Mhz:
V2.00	35.36 seconds.
v2.12	15.32 seconds

LS148S2.ZIP, 468 blocks total, 1 file inside.

At 20Mhz:
v2.00	130 seconds.
v2.12	105 seconds.

At 1Mhz:
v2.00	615 seconds
v2.12	172 seconds.

DAGLISH.ZIP, 999 blocks total, 75 files inside.

At 20Mhz:
v2.00	570 seconds
v2.12	500 seconds.

At 1Mhz:
v2.00	approximately 25 minutes
v2.12	661seconds. (11 minutes, 1 second).

As you can see, there is only a 10-20% speed increase at 20Mhz. However, at 1Mhz files are unzipped as much as 3.5 times (350%) faster! There is an explanation for this, of course. Despite the fact that I am using JiffyDOS, and have the quickest floppy drive ever made for the C64/128, disk access is still slow when compared with computer processing. Disk speed becomes the limiting factor during these tests. Even if we one day have a 200Mhz SUPERCPU to run Unzip on, we would see very little speed increase if still using the same disk drive. The actual unzipping process inside the computer would take virtually no time at all, and we'd just be left with the time taken to write out to disk.

Unfortunately, I don't own a RAMLink, but I'm very certain that if this were to be used instead of a physical disk drive, the speed increase would be far more linear between the 1Mhz and 20Mhz trials.

Errol has already begun work on a

128 version, which will apparently support 80 columns and allow even faster speeds on stock machines, due to the built-in extra RAM and faster drive access.

Future plans include direct-to-disk support for zipped and gzipped .d64 files. .D64 files are "1541 disk image" files that are used in C64 emulators – this will allow the C64 to directly make use of a wealth of software available on the Internet, without help from other computer platforms.

Also planned is the ability to make zip files. And once all possibilities are exhausted, Errol talks of working on some Internet software – he certainly seems capable of this task.

Unzip64v2.12 is freely distributable, but the author does ask for at least an appreciative letter if you use his program, if not $10 or more for his work. Like most programmers still working with the C64, a bit of encouragement goes a long way towards making the impossible a reality.

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Fixing McRat

By Robin Harbron. In the 'Read It' for McRat on Loadstar #169, Fender mentions how the time limit for each level counts down quite fast. After I played the game for a while, I managed to get up to level 6 or so, but still found it really difficult – the counter does seem to count down too fast.

He mentioned that Bill Laabs would probably dig into this program and make an ULTRAGEM to allow more time to complete each level. I thought I'd take a stab at it too, and explain a bit about how I went about it. I ended up not giving more time, but freezing the clock altogether, and also making the game

have infinite lives.

I use Super Snapshot v5.22 for all my work like this – I recommend this cartridge highly for anyone who would like to dig into the C64 more. Actually, I recommend it to everyone!

The easy part is giving McRat infinite lives, so we'll go through that first. First, load up the game and run it. Begin a game, so that McRat is on the screen with all the baddies. Press the Snapshot button, and the Sub-System menu will pop up. Hit '3' for the Game Master menu to pop up, and then '5' for Infinite Lives. Tell the computer you have 4 lives left (unless you somehow lost one already). Snapshot will go through your computer's memory, and remember all the spots in memory that currently contain the number 4 AND are also poised to be DECremented by ML code. If it only finds one location like this, it will replace the DEC ($CE) in memory with a harmless STA ($8D) – if not, it will tell you to lose a life, and try again. One time the computer made me go through the process twice, another time it fixed it right away.

When it does successfully disable the code, it reports the address it made the change at. My screen says '8431 (8644)E'. $8431 is the address that the DEC command was at, while $8644 is the location that holds the number of lives. I honestly don't know what the E at the end of the line means – perhaps someone could let me know.

If you don't have a Super Snapshot, but you do have a reset switch, you could perform the above operation by resetting, and then entering the following two lines:
POKE 33841,141
SYS 24576
This will give you infinite lives, then restart the game.

Disabling the timer is a fair bit more difficult. My first line of approach is to make use of the Infinite Lives feature – sometimes exactly the same mechanism is used to count down the time as the lives counter uses. For instance, if 40 seconds were remaining on the clock, I would enter 40 as the number of lives remaining – and so on.

That doesn't work in this case, so let's try a second approach – sometimes scores and timers are represented in Binary Coded Decimal or BCD for short. This is an alternate counting method built into the 6510 processor,

and is enabled with the SED (SEt Decimal mode) instruction. Instead of one byte being able to represent a value from 0-255, the byte can represent the values 0-99. To do this, the processor splits each byte into two nybbles (4-bit units), where each nybble holds a value from 0-9 in binary.

The main advantage to this mode is the ease in which the numbers can be output to the screen in decimal, or retrieved from the keyboard – the code to convert back and forth between decimal and BCD is much less involved than converting from between decimal and regular binary.

The disadvantage is mainly decreased memory efficiency, as more bytes are required to represent equivalent values. Many have also complained about all the other possible features that were not implemented in the 6510, due to the amount of chip space used up by the circuitry for BCD mode, which is often not used by programmers. For the record, I used this mode to record and display the scores in my Frogs and Flies game on Loadstar #161.

Back to the issue on hand – I froze the game at 41 seconds, and converted this number to BCD. 4 Expressed in binary is 0100, and 1 is 0001. Putting this together we have 01000001 in binary, $41 in hex, and 65 in decimal. I punched the number 65 into the Infinite Lives routine, but it found nothing – so much for that method.

My third attempt was successful. The idea here is to figure out where in screen memory the current timer value is stored. Once we find this location we can trace things backward in the program to find where the timer is decremented.

Once again, we're playing McRat, and we note that timer is printed a bit more than ¾ of the way down the screen. This would mean that it's probably located at about $300 past the screen base. But how do we find out where the screen base is?

Hit the Snapshot button, and then press 'M' to enter the ML monitor. Type 'IO' and hit RETURN, and a large number of values will be printed on the screen. Scan down the list to CIA20, which stands for CIA #2, register 0 which is located at $DD00 in memory. The low 2 bits of this location determine which of the 4 16K banks the VIC-II uses for video memory. The value of this location is $18, which is 00011000 in

binary – the low 2 bits are 00. Page 189 of Mapping the C64 and 64C says that 00 means that Bank 3 (locations $C000-$FFFF) is being used by the VIC. Now to find out where in this memory bank the screen is...

Go further down the list on screen to VIC18, which stands for register $18 of the VIC-II. This is location $D018 (53272 decimal) in memory. Page 145 of Mapping says that bits 4-7 of this register (the high nybble) hold the video matrix base address. $13 is in this location, which means that the offset is 1 video matrix – an offset of $400 (1024 in decimal). So the screen memory location is $400 + the VIC bank base of $C000 - $C400. We'll add in my estimate of $300 past the base, and get a total of $C700.

On a blank line in the ML monitor, enter the command:
:C700 0
This puts a strange character in video memory, to see how close my estimate is. Then we do the key sequence X, ENTER, 2, SPACE, and take a look at the current frozen screen. It turns out I'm short by about one and a half lines, so we go back to the monitor with the keystrokes SPACE, 5, M, and try
:C740 0
Continuing this process, we discover that the timer is stored in locations $C743 and $C744. Back in the monitor again, I issue the command
H 0 FFFF 44 C7
This hunts through memory for all the times that location $C744 is accessed. $7C04, $8460, $8483, $848A, and $8497 are the five locations found. Now, the somewhat tedious process of disassembling each section occurs. It turns out that location $848A is what we're looking for. How do we know?

There are a few clues. We're looking for something that counts down, so we know we're looking for a DEC or SBC or something similar. Out of the 5 locations, only one of them DECrements, so we can be very certain we've found the right spot. To clinch it, the code decrements $C744 (the low digit of the timer), checks if it's gone below $30 (the screen code for the number zero), and if it has, it DECrements $C743 (the high digit of the timer).

To fix this, we just need to find an opcode to replace the two DECs ($CE) with – a STA ($8D) is harmless in this case, so we'll just do two lines:
:8489 $8D
:84A0 $8D
And resume the game, with infinite time – I got up to Level 29 very easily after this change was made.

If you don't have a Super Snapshot, reset your machine and enter the following BASIC lines:

POKE 33929, 141
POKE 33952, 141
SYS 24576

After all that, aren't you thankful for Bill Laabs and his ULTRAGEMS?

Letters To The Editors

Hi Robin,

I enjoyed reading your article in Loadstar Letter #58, about your experiences with the PET. I even might have been one of those teachers who helped a student just like you get his PET home from school. I'm an elementary teacher with 27 years of experience. I have a classroom with 17 C-64's in it. My students year in, year out just love those "1980's" machines. I've been teaching long enough now that parents of my former students will come up to me in the supermarket, at weddings, school functions, etc. and tell me what a success their child is in the computer business. They always point out that their child first learned or got interested in computers in my class on the Commodores. I just had a parent of a former student donate their family C64, monitor, printer and 1541 II disk drive to me three days ago. I told her she can be sure it will be used extensively during the upcoming school year.

I remember the PET as a very sturdy and very HEAVY machine. I had to carry one or two from the high school to my elementary classroom. I only had one or two in my classroom but they made me really appreciate the C64, not only for what it could do but also for how little in comparison it weighed. During the summer I teach driver ed. to 15 year olds. After the regular classroom sessions are done, I

hold three make up days for anyone who missed a class. I tell the students that these sessions will be held in my elementary classroom so they can use the C64's and all the driver ed. software I have (or have created with Edstar). Every year I have students show up who don't need to. They just want to use the Commodores again. I would like to see more articles like your last one. Also anything about fixing internal problems like computers that don't show anything on monitors that I know work. Oh yes, I have been looking for a rare copy of The Keys to Good Driving by Epyx for the Commodore. If you ever come across it please let me know. Keep up the writing, it spoke to me.

Joel Lisker

Robin: Glad that I got some positive words about it too. Is that enough for a go ahead with the "other 8-bit stuff" column, maybe every second month?

Dear Jeff,

I got the latest Letter today. A negative review . Quite accurate complaint. I did not explain that GoDot retains a very high definition in its native mode so long as the image is not displayed. It then drops to hi-res at best. So if you wish to manipulate an image and pass it on to a format higher than hi-res, you must be sure to not display it. So I was correct, but incorrect to not explain the paradox.

BTW re the FD 2000: Is it quite correct to say that it reads high density ms dos style disks? I thought that if the disk was formatted at high density on a PC, it could not be used by the FD 2000. I.E. to function as HD, it had to be formatted on the FD, not the PC. If formatted on the FD as HD, can you read from and write to it on the PC? Can the FD read from and write to a HD disk formatted on a PC? I think there is a caveat there somewhere.

I think the LRR is 128 only? Didn't Loadstar have it on a disk (maybe their Star series?)? Of course since all I have is two 1581s, all I can do is in one case format a HD floppy as a low-density floppy. The other 1581 just ignores it. I only do redundant saves in those cases-just in case. In my case does the LRR have any advantages over the BBR?

John Elliott

http://www.cobequidnet.ns.ca/~aa005/index.html

Jeff: The newest Little Red Reader by Craig Bruce, published on Star Extra #1 does work on low density and high density disks formatted at the factory or on any PC. The FD-2000/4000 has no problem reading to or writing to any high-density disk. The FD-2000 performs faster and recognizes MS-DOS directories faster than a 1581. A 1581 disk drive can't read from or write to a high-density MS-DOS disk. This is a problem since it's actually rare to run across a low-density disk these days. Even when a low-density disk would hold the product, most software publishers only stock up in HD disks.

I've never tried to format a PC disk on my Commodore. Little Red Reader is one of those instances where the free public domain utility pulls it off better and faster than the slick commercial product. Years back at LOADSTAR, Scott Resh had a problem getting a PC to recognize disk formatted with BBR on a 1581. It could have been only that 1581, but I just avoided it since. It's easy to get a PC formatted disk, even if you have to buy a ten pack for three bucks at Wal-Mart.

I just plain don't dig Big Blue Reader. I find it confusing. Little Red Reader is uglier, but easier to use and much, much faster. It works with the SuperCPU. Never fails. I had to send and re-send the source for SuperBoot to Todd Elliot until I realized that Big Blue Reader just plain wasn't working. Of course I'm using an older version of BBR and a newer version of LRR so my analysis could be skewed.

Dear Jeff,

Do you think anyone will ever come up with a browser for the Commodore 64 or 128 so that going online will not require a shell account?

Karl Schenk
Gold! 'Toons! Ham Radio! Wow? See it all at: http://www.televar.com/~karls
(My very first website - can you tell?)

Jeff: I doubt that a browser will ever come. There's not enough money in it. First, even though it's a much-wanted item, people won't want to pay for it. PC people download browsers for free. Commodore people will expect the same.

If Fender and I took off a year to research and develop a browser, I'm sure, it would be nice -- but we'd be homeless in the interim, and Loadstar would go out of business.

Some "team" needs to make this browser. Perhaps a C compiler for the 65816 might be able to do something for a SuperCPU user with extra RAM. Beyond that, I just don't see it beyond a script-based program that uses a shell account, but hides all the words from you. That might be easy to do for the terminal programmers out there -- but would still require a shell account.

Karl: Would it be possible to set up a "reward", to be given to whoever creates the desired program? I would chip in $50 myself, and if enough other fanatics were mad enough to do likewise, perhaps it might tempt someone to give it a try?

I'm trying to avoid that shell account stuff. I had an account with Genie, but the monthly rates combined with the $2 / hour online charge were just too much for the slow, crash-prone, text-only service I was getting. ::shrugs::

Karl

Jeff: It would take a team a year or more to get this done. I doubt if anything but sheer desire will bring a completed product to the C-64 market. A grassroots effort to pay a team would probably only raise pizza money.

Dear Jeff,

I was reading through LOADSTAR LETTER #58, and enjoying it thoroughly as usual, when I turned to page 12. For some odd reason, I swore I caught my name out of the corner of my eye, and I just about leapt out of my chair when I saw that I was not dreaming it! Thanks.

As far as the fear of lost business due to the sheer bulk of product on a CD, I find it hard to believe that you would have much of a problem with that. It seems to me that most people who would connect a CD drive to their 128 would tend to be the hardcore CBM users who are not as likely to drop their LS subscription due to too much stuff to catch up with. The fact that they own the required CMD hard drive to do this indicates they are willing to fork some cash on their C=. Perhaps you could

charge different prices for LS subscribers versus someone who just wants the CD to play with on their emulator. My incentive in owning such a CD would be the elimination of a lot of floppies. It would be great to have all that stuff stored en mass without using up HD space.

In my opinion, you are doing an excellent job on the LS Letter. I like the current mix of topics, and the way they are edited and presented. I always learn something new with each issue. This impresses me, as I live on the Internet, and consider myself pretty much up to date on C= topics. For someone who is not online, or seldom online, I would think each issue a gold mine of current info that would be hard to get elsewhere. I read the letter from Mr. Nelson in the last issue. I must say I most emphatically disagree with much of what he had to say. I thought it rather "cheeky" of him to speak for the "majority" of Commodore users, and state what we don't want to see on LS Letter. I looked back at several issues of LS Letter, and I fail to find the "demos and specialty items" slant of which he speaks. His own statement of having no desire to get on the internet preceded by a statement of his Commodore prowess and followed by a statement of his publishing expertise would seem to indicate an intolerance of that type of material. His need to drive it home by informing you of his unique qualifications to make these statements tells me that no matter how short an internet related article you write, it will irritate him. In my mind, when I boil his letter down, I get the following:

1   He doesn't like internet content
2   He doesn't like technical content
3   He feels some of the content is confusing to non-technical types
4   He doesn't like internet content

I noticed that he doesn't seem to mention anything he likes about LS Letter, nor does he offer any suggestions. His generalizations certainly do not apply to me. I am part of a users group, and we talk nuts and bolts all the time. I love technical and Internet content. To sum up what I am saying, I feel you are doing a fine job on LS Letter. Perhaps explaining a few technical things more clearly and increasing new user content will help round things out. Unless you are receiving a lot of this type of letter, I

would not lose too much sleep over it. After reading his letter, my gut feeling is that he is more disgruntled by Internet items and other "newfangled" things than he is by lack of other content.

Sorry for inflicting my longwinded opinion upon you. Keep up the good work, and I eagerly await my next issue of LS & LSL.

John Hoepker (jhoepker@execpc.com)

Jeff: Thanks for the kind words. I am indeed concerned about Internet content though. Not because I'm afraid that people won't like it, but because I'm afraid that those users who are already on the Internet might have already read it. I spend a bit more time online actually looking for news than the average Commodore person, so I hope every month that our net-surfing subscribers do for the most part not know the things I mention. Robin Harbron has informed me that some people he IRCs with have mentioned that they could just get on the net and find everything they get in the Loadstar letter. That's a bit of hyperbole because we also like to always include some sort of tutorial, review or something that can not be found on the Internet.

The sad thing is that except for CMD, Wheels and LOADSTAR, there isn't much happening in Commodore except the Internet. I wanted to reprint much of the conversation with Bill Herd (An actual Commodore engineer) that appeared on Comp.sys.cbm last month. I chose to scratch it because it might be frowned upon as a lazy rip from the net. Companies like Centsible Software and Commodore Country are noteworthy, but they are not selling *new* products. So there's very little news there. Robin and I hope to get the content of The LOADSTAR Letter up to 30 pages before next year. We already think it's the best newsletter out there. We also want it to be the biggest and most well received.

Dear Jeff,
A comment on Loadstar Letter #58 - page 2: In the article on files for MS-DOS, you noted that TWS and SpeedScript files need to be converted to ASCII or PETSCII before copying to

a PC format (if not going to an Amiga).

However, I use Big Blue Reader, v4.1, and it has a translation table for screen code - in addition to the PETSCII code. It will translate TWS and SpeedScript files on the fly, just as it does for PETSCII files. I have transferred hundreds of SpeedScript files for folks who have gravitated to a PC but have collections of old SpeedScript documents.

This was a very nice upgrade when v4 or v4.1 was produced. So, I thought you would be interested.

Keep things going with LL!

Emil Volcheck

Jeff: Thanks for the info. My version of BBR also offers Screen code translation tables on bootup. BTW, I should have qualified my Amiga statement. My Questronix A-64 file copying utility has a screen code conversion utility.

Deaf Jeff,
I have read your CS-DOS article and have found it informative. However, I should note that the .SFX/LHA module seems not to preserve CBM filetypes such as SEQ or USR. This is the major reason why I do not use .SFXs, but .SDAs instead, and lately, Wraptor v3.

That said, CS-DOS, if installed on a 5.25 or 3.5 disk, is not bootable. I created a boot sector so that when a user issues the BOOT command or powers on his c128 with the disk in

device #8, CS-DOS will boot and run automatically.

Here are the values that one would need to put in by using a track/sector editor.

CS-DOS Boot Sector

For those who would like to boot up CS-DOS in 128 mode automatically can make the following modifications to the CS-DOS 1571 diskette.

Get a good disk editor, and read in Track 1, Sector 0. That is the boot sector that the c128 looks at when it powers up. Make sure that there is nothing in it, i.e., full of zeroes.

Then insert the following sequence of bytes (Hex format) beginning at the disk block;

43,42,4D, 01,1C, 0F, 00,43, 53,2D, 44,4F, 53,00,53,48 45,4C, 4C, 00,4C, 99,AF

Then write back the modified disk block to Track 1, Sector 0.

Viola! The CS-DOS diskette should boot up, etc.

I read Wm. O. Nelson's letter with interest. Admittedly, I want a newsletter that is very technical a la Transactor. But I am well aware that if LSL were that way, you would lose 95% or so of your subscriber base. :)

As a former newsletter editor with a 2,200 subscriber circulation, it behooves me to make a suggestion or two for your mag. I think that while an occasional sprinking of technical content is fine, some 'how-to' articles are more important to your subscriber

base. Gaelyne's CS-DOS article was such example.

Here are a couple of ideas for "how-tos" articles:

Converting a GIF file to a FunPainter II IFLI picture via GoDot. Laser printing under GEOS. (I heard that K. Dale Sidebottom made major advances in this arena.) Draw multi-color [or hi-res] pictures for [insert paint/draw program.] Create a starter database for [insert database program.] Create a budget template for [insert spreadsheet program.]

And more... Also, I liked the mixture of reviews of current software packages and those interviews with c64 notables. I'll be the first to admit that I really didn't care too much for articles bordering on the esoteric such as reading files for the PET series of computers by Robin Harbron.

Hmm. I guess I'll shut my yap for now. :)

Enjoy. -Todd Elliott

Robin: Well, as I made quite clear in the intro and outro of the article, it was experimental - I'm happy to write a bit every month on topics slightly outside of the C64/128 realm, if people want to read it. In its defense,

A   It turned into more of a C= history lesson than anything else
B   It involved direct use of a C64.
C   It was a tutorial of sorts
D   It was more original than filling the space with news off the net.

Of course, news off the net might be more interesting ;) -- Robin Harbron macbeth@tbaytel.net http://www.tbaytel.net/macbeth

Jeff: Loadstar will never please everyone. All I can do is continue trying. I hope that the people out there have noticed the Loadstar Letter getting better and better, thanks in large part to all the Email and telephone conversations in the background with Robin and Todd.

Dear Jeff,
I enjoyed your article, "Computers Aren't Magic" in Loadstar Letter 57. I have done a bit of picture retouching on my PC, and I would not do it for $60 an hour. In addition to the difficulty of the work, I don't think anyone can do that kind of work very long at a time, which means you have to work on it, save it, do something else, and come back to it later. Stand firm in expecting to be paid what your time and skill are worth!

I was interested in your comment about restoring faces. Can you do this when there is only about 10% of the face left in the photo?

Regards
Dick Estel

Jeff: Actually I knew way back in 1980, before I had ever touched a computer, that "pushing buttons" came naturally to me. I can edit photos all day as long as I'm paid. I actually enjoy it. I like to tweak, and I do a good job tweaking. As for restoring an image that's 90% missing, that's not called restoring -- it's called drawing, and I don't do it, mainly because the client might not appreciate the end product. I recently had a customer whose husband's left eye was hidden behind a reflection in his glasses. The eye was 0% there. I had to take his right eye, flip it over and try to pass it off as his left eye. Well our eyes aren't mirror images. Her observation was that his left eye looked "a bit funky." I hesitate before doing "artwork" or at least get paid up front.

Dear Jeff,
Hi! Sorry to bother you, but I am having a devil of a time trying to unwrap DUNGEON. (LoadStar 167) I am at my wit's end as to what I am doing wrong. I have read the manual and all, and for some reason things are not working.

I booted up my 128 in 40-column mode and formatted a 1541 (5.25") disk using my 1571. Well, it formatted correctly. I then used JiffyDOS to copy Dungeon 98 to it. No problem. I copied Wraptor v3 to it.... I uncrunched it and it looked like it worked out fine. But, when I tried to unwrap Dungeon.... It didn't work. I then booted up in 64 mode using 40 columns, and again, no luck! I have just about reached my limit with this...I am so mad...I wish someone could show me what the heck I am doing wrong.

Well, if you can help, I would greatly appreciate it. I know you are busy, but any help you can be, will be helpful to me.

I want to check out the Dungeon 98.

Thanks...
Tim

Jeff: I'm going to be honest. I don't like, understand, or play Dungeon. It's one of those programs that went over well that Fender and others seem to have no problem with. It makes my eyes glaze over. It was also written using 80s standards of disk access. The author obviously didn't have a two-drive system. If he did, his second drive was set up to be soft-wired, making it into an unnecessarily complex process for the rest of us. I had the most luck using it as a single-drive system and actually swapping disks. I never got it to work on a 1581 or 1571 in 1571 mode.

Interesting Volleys in Usenet

I'm a bit dismayed at seeing the expensive prices for commodore 2400 modems. For example CMD still has one listed at $69! It would be more cost effective to get the turbo232 interface from them and pick up a used 14.4/28.8 for $15-25. Who's gonna buy those 2400s?

Mark <markc@sonic.net>

Jeff: This makes me wonder, too. I have a 2400-baud modem that I bought back in 1992 for $80. I wouldn't sell it for more than $5 now. CMD is a business, and they probably bought each of the modems in their inventory at a per-piece price that seemed more reasonable at the time they bought them. Now I would suggest getting their SwiftLink and a decent external PC modem.

LOADSTAR realizes that we C-64 people are beginning to pay more for the privilege of using a platform that others would call "outdated." We're beginning to pay more just to get the disks to you.

Graham Fennell: Are REUs, RAMLinks and the Super-ram on the

SUPERCPU 100% compatible with one another? I.e. any program that uses an REU will be happy with either a RAMLink or the Super-ram?

Doug Cotton: All three are very different, and no, a program written to recognize an REU would not automatically recognize either a RAMLink or SuperRAM as the same thing. Each needs custom programming, though the RAMLink does automatically serve as a fast RAM-based hard drive without special programming.

Graham Fennell: Can an IBM/Mac scsi hard drive be added on to a CMD HD via the edge connector? I.e. can I buy a 40Mb CMD HD and 'daisy chain' a 1Gb IBM/Mac hard drive onto it?

Doug Cotton: Yes, you can chain additional SCSI drives to the system through the SCSI port supplied on the back. However, I generally recommend against doing so, since the system itself (and all partitioning information) is stored on the installed boot drive, and if it goes bad, you won't be able to find and access information on any additional drives. It's generally a better idea to replace the internal mechanism with something larger (or just buy the controller and install your own mechanism in the first place).

Graham Fennell: As regards the SUPERCPU, does it work perfectly on either PAL based systems and NTSC based ones? I assume the SUPERCPU has to slow down to access VIC at the correct speed, so does it slow to 1.02Mhz or 0.98Mhz? Or am I talking rubbish? ;)

Doug Cotton: The SuperCPU runs asynchronously, only syncing up when necessary. It does so regardless of the type of 64/128 it is attached to. Simply put, it works on either PAL or NTSC machines, but runs at the same accelerated speed of 20 MHz on either.

-- Doug Cotton
doug.cotton@cmdweb.com
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East Longmeadow, MA 01028
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http://www.cmdweb.com/

WWW.YOURNAME. YOURLOCATION

By Jeff Jones & Dan "Commodore Hater" Tobias. If your product is called Wiffles, you would probably want your web page to be located at www.wiffles. com. Doing so will usually cost you about $100 unless the domain wiffles is already taken. Then you can try going for www.wiffles.net maybe. Of course there are a few companies that have gone out and registered (a better term is hijacked) as many names as they could afford to register. They do this hoping that some company named Wiffles will come to them and say, "how much to buy that Wiffles domain from you?"

Chrysler had to buy back its own name probably for thousands. An editor at Vent Magazine contacted me at LOADSTAR and invited me to visit their web page. I recently erroneously went to www.vent.com instead of www. ventmag.com. At www.vent.com, I got this page:

iDomain.com
vent.com

This domain is for sale.
Due to limited availability, three letter domains begin at $3000 and two letter domains begin at $5000. Other domains start at $2000 and go up from there. To put in a bid or for more information e-mail domainsales@idomain.com or call James at 713-622-0064 -- Since this page comes up for more than one domain, please specify which domain name you are interested in.

If you ask me, if you're not going to use a domain, you shouldn't be able to hog it. Fortunately there are domains that can't be hogged. The following comes from Dan's Web tips page at:

http://www.softdisk.com/comp/dan/webtips/

This whole article started when one day I mentioned to Dan that one day our street addresses might be our web addresses. Dan then told me all about domains and said for the thousandth time, "have you visited my web tips page?" It seemed so

interesting that I thought I'd share it. Dan works at Softdisk, and would love for you to visit his page. He's probably the most knowledgeable person on the net and html that I know. Just never let him know that I think that. I visited http://www.isi.edu/in-notes/usdnr/ as mentioned in Dan's following article, and learned much. Here's Dan:

A domain name is a hierarchical series of character strings separated by periods, proceeding from general top-level domains at the right end of the name to specific site names to the left. An important fact to know is that whoever controls a particular domain name can create an unlimited number of domain names that use the original name as a suffix. Thus, the owner of **downloadstore.com** can create **softdisk.downloadstore.com**, **mvp. downloadstore.com**, etc. This fact isn't fully understood by people who ask, "How can I register the domain **www. myname.com**?" You don't register **www.myname.com**; rather, you register **myname.com** with InterNIC (the agency which controls the **.com** top-level domain), and once you have it, are free to create hostnames and subdomains within it, including **www. myname.com**, and others such as **subsite.myname.com**.

Note that you **do not** have to submit any sort of registration to get such subdomains once you have the original domain, nor do you have to pay a fee to a registry body. It's up to your own system administrator (either on-site, if you have a physical server of your own, or at your ISP if that's where your domain is hosted) to set up these subdomains. (If it's with an ISP, they might charge you for the service, but there's no external registration fee like there is for a new domain.)

As a matter of tradition, web sites usually have the hostname **www** as the leftmost element in their domain address, but there is no requirement that this be the case; it's possible to use anything else, but that will be more confusing to users. Many sites work with just the base domain name, like **http://somewhere.net/**, but that isn't always feasible to implement; the base domain might be used for lots of other things, like e-mail, FTP transfers, etc., which might be on different servers, so the www hostname makes it clear that

you're accessing the web server in particular. Anyway, users are used to typing it, so even sites that work without the **www** prefix should also implement the addresses with **www** added.

Another misconception about domain names is that they all end in **.com**. Most sites these days do, but it's only one of many available endings. **.com** stands for "commercial", and is the appropriate ending for business sites. Other endings include **.net** for network providers, **.org** for non-profit organizations, **.edu** for U.S. four-year colleges and universities, **.gov** for U.S. federal government agencies, **.mil** for the U.S. military, **.int** for international treaty organizations, and a whole bunch of two-letter country-code domains including **.us** for the United States and **.ca** for CanadA: Then there are the new domains which will supposedly be implemented in 1998, **.shop, .web, .info, .firm, .rec, .arts,** and **.nom**. (The last of these is intended for personal sites based on an individual's name.) I discuss these more below.

If you decide to deal directly with InterNIC rather than through a provider, be sure you go to the **real** InterNIC (owned by Network Solutions, Inc.), which is at **internic. net**; there's a "fake InterNIC" at **internic.com**, which has suckered lots of people into registering domains with them with a huge surcharge over InterNIC's $70 fee. Legitimate Internet providers may charge a small surcharge to cover their labor in getting the domain registered and set up on their server, but **internic.com** charges $250 per domain, much higher than most providers, and doesn't even provide as much service as a normal provider (they don't host web sites, for instance; customers must still find another provider for that), and, even worse, they always put themselves as Administrative Contact on all the domains registered through them. And they require credit card payments up front; the real InterNIC bills you later. Incidentally, InterNIC's fee used to be $100, but was reduced to $70 in April, 1998 due to the expiration of an "infrastructure fee" that used to be charged. There's litigation in progress that seeks to declare that fee to be an unconstitutional tax, which might result

in a refund of the fee to past domain holders (though Congress has passed a law retroactively authorizing the fee). The InterNIC fee covers the first two years; afterward, you're billed $35 per year (formerly $50).

The **.us** domain is registered via isi.edu, http://www.isi.edu/in-notes/usdnr/ and is subdivided geographically. Other than a few specialized categories such as community colleges and Native American tribes, most users are supposed to register under their hometown, with domains like **yourname.shreveport.la.us**. Thus, what you're registering is a fourth-level domain under your city, state, and country. These are much cheaper to register than the **.com** domains (often free, though this varies by locality), but are lengthier. However, these domains may be a good choice if you want your site to be geographically identified.

Some of the foreign country-code domains are open to registrations from people not even in that country; Tonga www.tonic.to/ is one such domain that's available to people worldwide. Turkmenistan made its **.tm** domain available internationally, with particular appeal to companies with trademarks ("tm"), but registrations have been put on hold after the Turkmenistan government objected to some "obscene" domains being registered. (Apparently, according to an article on this issue, those not-so-funloving Turkmen found even "girls.tm" and "pizza.tm" to be "obscene"; I'm not really sure why, unless they mean something radically different in their native language.)

If your organization is an affiliate, subsidiary, or chapter of a national or international organization, you might ask the headquarters if you can get a subdomain within the organization's domain; if you can, this would save you the InterNIC registration fee (subdomains don't cost anything to register) as well as give your organization an address that indicates its affiliation. For instance, I maintain a site for the Libertarian Party of Louisiana at **www.la.lp.org** using a subdomain from the **lp.org** domain.

Whatever type of domain you get, if you want it to go directly to your web site, you'll need to get "virtual server

hosting," a service provided by many Internet providers, but usually at a surcharge over flat web space because it requires the provider to dedicate an IP address (Internet Protocol, the low-level addressing system of the net) to your site, and the supply of these addresses is somewhat limited.

What Is The Internet?

Author unknown. I got this little gem from alt.tastless.jokes (yes, I visit there all the time). The funny thing is, this mere joke almost explains the net accurately. Even if you don't appreciate the net, you should appreciate this jab at it.

Q: What, exactly, is the Internet?
A: The Internet is a worldwide network of university, government, business, and private computer systems.
Q: Who runs it?
A: A 13-year-old named Jason.
Q: How can I get on the Internet?
A: The easiest way is to sign up with one of the popular commercial on-line services, such as Prodigy, CompuServe, or America Online, which will give you their program disks for free. Or, if you just leave your house unlocked, they'll sneak in some night and install their programs on your computer when you're sleeping. They really want your business.
Q: What are the benefits of these services?
A: The major benefit is that they all have simple, "user-friendly" interfaces that enable you-even if you have no previous computer experience-to provide the on-line services with the information they need to automatically put monthly charges on your credit card bill forever.
Q: What if I die?
A: They don't care.
Q: Can't I cancel my account?
A: Of course! You can cancel your account at any time.
Q: How?
A: Nobody has ever been able to find out. Some of us have been trying for years to cancel our on-line service accounts, but no matter what we do, the charges keep appearing on our bills. We're thinking of entering the Federal Witness Protection Program.

Q: What if I have children?
A: You'll want an anesthetic, because it really hurts.
Q: No, I mean: What if my children also use my Internet account?
A: You should just sign your house and major internal organs over to the on-line service right now.
Q: Aside from running up charges, what else can I do once I'm connected to an on-line service?
A: Millions of things! An incredible array of things! No end of things!
Q: Like what?
A: You can ... ummmm ... OK! I have one! You can chat.
Q: Chat?
A: Chat.
Q: I can already chat. I chat with my friends.
A: Yes, but on the Internet, which connects millions of people all over the entire globe, you can chat with total strangers, many of whom are boring and stupid!
Q: Sounds great! How does it work?
A: Well, first you decide which type of area you wish to chat in. Some areas are just for general chatting, and some are for specific interest groups, such as Teens, Poets, Cat Lovers, Religious People, Gays, Gay Teens Who Read Religious Poetry to Cats, and of course Guys Having Pointless Arguments About Sports. At any given moment, an area can contain anywhere from two to dozens of people, who use clever fake names such as "ByteMe2" so nobody will know their real identities.
Q: What are their real identities?
A: They represent an incredible range of people, people of all ages, in all kinds of fascinating fields from scientists to singers, from writers to wranglers, from actors to athletes - you could be talking to almost anybody on the Internet!
Q: Really?
A: No. You're almost always talking to losers and hormone-crazed 13-year-old boys. But they pretend to be writers, wranglers, scientists, singers, etc.
Q: What do people talk about in chat areas?
A: Most chat-area discussions revolve around the fascinating topic of who is entering and leaving the chat area. A secondary, but equally fascinating, topic is where everybody lives. Also, for a change of pace, every now and then the discussion is interrupted by a hormone-

crazed 13-year-old boy wishing to talk dirty to women. To give you an idea of how scintillating the repartee can be, here's a re-creation of a typical chat area dialogue (do not read this scintillating repartee while operating heavy machinery):

LilBrisket: Hi everybody
Wazootyman: Hi LilBrisket
Toadster: Hi Bris
Lungftook: Hi B
LilBrisket: What's going on?
Toadster: Not much
Lungftook: Pretty quiet

(LONGISH PAUSE)

Wazootyman: Anybody here from Texas?
LilBrisket: No
Toadster: Nope
Lungftook: Sorry

(LONGISH PAUSE)

UvulaBob: Hi everybody
Toadster: Hi UvulaBob
Lungftook: Hi Uvula
LilBrisket: Hi UB
Wazootyman: Hi U
UvulaBob: What's happening?
LilBrisket: Kinda slow
Toadster: Same old same old
Lungflook: Pretty quiet
Jason56243837: LilBrisket, take off your panties
LilBrisket: OK, but I'm a man

(LONGISH PAUSE)

Wazootyman: UvulaBob, are you from Texas?
UvulaBob: No.

(LONGISH PAUSE)

Lungftook: Well, gotta run.
Toadster: 'bye, Lungflook
LilBrisket: Take 'er easy, Lungster
Wazootyman: See ya around, Lung
UvulaBob: So long, L

(LONGISH PAUSE)

PolypMaster: Hi everybody
LilBrisket: Hey, PolypMaster
Toadster: Yo, Polyp
UvulaBob: Hi, P
PolypMaster: What's going on?
LilBrisket: Not much
Toadster: Pretty quiet
UvulaBob: Kinda slow...

[Note from Jeff: This is an exact description of my days online et Genie representing Loadstar.]
And so it goes in the chat areas, hour after riveting hour, where the ideas flow fast and furious, and at any

moment you could learn some fascinating nugget of global-network information, such as whether or not PolypMaster comes from Texas.
Q: I've heard that people sometimes use Internet chat areas to have "cybersex." What exactly is that?
A: This is when two people send explicitly steamy messages to each other, back and forth, back and forth, faster and faster, hotter and hotter, faster and faster and hotter and harder and harder until OHHHH GODDDDDDDDD they suddenly find that they have a bad case of sticky keyboard, if you get my drift.
Q: That's disgusting!
A: Yes.
Q: Could you give an example?
A: Certainly:

EverReadyDude: I want you NOW
HunniBunni: I want YOU now
EverReadyDude: I want to take off your clothes
HunniBunni: Yes! YES!
EverReadyDude: I'm taking off your clothes
HunniBunni: OH YESSSS

(LONGISH PAUSE)

HunniBunni: Is something wrong?
EverReadyDude: I can't unhook your brassiere
HunniBunni: I'll do it
EverReadyDude: Thanks. Oh my god! I'm touching your, umm, your...
HunniBunni: Copious bosoms?
EverReadyDude: Yes! Your copious bosoms! I'm touching them!
HunniBunni: YES!
EverReadyDude: Both of them!
HunniBunni: YESSS!!
EverReadyDude: I'm taking off your panties!
HunniBunni: You already did.
EverReadyDude: Oh, OK. You're naked! I'm touching your entire nakedness!
HunniBunni: YESSSSSS!!! Wazootyman: Anybody here from Texas?
EverReadyDude: No
HunniBunni: No
EverReadyDude: I am becoming turgid in my manfulness!
HunniBunni: YES! YES YOU ARE!! YOU ARE A BULL! YOU ARE MY GREAT BIG RAGING BULL STALLION!
Wazootyman: Hey, thanks
HunniBunni: Not you
EverReadyDude: I AM A STALLION! I AM A RAGING, BULGING BULL STALLION, AND I AM THRUSTING MY ... MY ... ummm ...
HunniBunni: Your love knockwurst?
EverReadyDude: YES! I AM THRUSTING MY LOVE KNOCKWURST INTO YOUR ... YOUR...

HunniBunni: Promise you won't laugh?
EverReadyDude: Yes
HunniBunni: My passion persimmon
EverReadyDude: Ha ha!
HunniBunni: You promised!
EverReadyDude: Sorry. OK, here goes: I AM THRUSTING MY MASSIVE KNOCKWURST OF LOVE INTO YOUR PASSION PERSIMMON!
HunniBunni: YES! YES! YES!
EverReadyDude: OHHH! IT FEELS SO GOOD!! I FEEL POWERFUL!!
HunniBunni: YOU ARE POWERFUL, EVERREADYDUDE!! I FEEL YOUR POWER INSIDE ME!!!
EverReadyDude: IT FEELS LIKE, LIKE ...
HunniBunni: Like what?
EverReadyDude: IT FEELS JUST LIKE, OHMIGOD ... OHMIGOD ...
HunniBunni: TELL ME, EVERREADYDUDE!! TELL WHAT IT FEELS LIKE!!
EverReadyDude: OH LORD IT FEELS LIKE... IT FEELS LIKE WHEN I BREAK A TIE VOTE IN THE SENATE!
HunniBunni: What did you say?
EverReadyDude: Whoops
HunniBunni: It feels like when you break a tie vote in the Senate?
EverReadyDude: Umm, listen, what I meant was ...
HunniBunni: This is you, isn't it, Al? ISN'T IT?? YOU JERK!!! YOU TOLD ME YOU WERE ATTENDING A STATE FUNERAL THIS AFTERNOON!!!
EverReadyDude: Tipper?
HunniBunni: Whoops

Q: Aside from chatting, what else can I do on the Internet?
A: You can join one of the thousands of forums wherein people, by posting messages, discuss political topics of the day.
Q: Like what?
A: Barry Manilow.
Q: There's a forum for Barry Manilow?
A: There's a forum for everything.
Q: What happens on these forums?
A: Well, on the Barry Manilow forum, for example, fans post messages about how much they love Barry Manilow, and other fans respond by posting messages about how much they love Barry Manilow, too. And then sometimes the forum is invaded by people posting messages about how much they hate Barry Manilow, which in turn leads to angry counter-messages and vicious name-calling that can go on for months.
Q: Just like junior high school!
A: But even more pointless.
Q: Are there forums about sex?

A: Zillions of them.
Q: What do people talk about on those?
A: Barry Manilow.
Q: No, really.
A: OK, they talk about sex, but it is not all titillating. Often you'll find highly scientific discussions that expand the frontiers of human understanding.
Q: It is a beautiful thing, the Internet.
A: It is.
Q: What is the "World Wide Web"?
A: The World Wide Web is the multimedia version of the Internet, where you can get not only text but also pictures and sounds on a semi-infinite range of topics. This information is stored on "Web pages," which are maintained by companies, institutions, and individuals. Using special software, you can navigate to these pages and read, look at, or listen to all kinds of cool stuff.
Q: Wow! How can I get on the Web?
A: It's easy! Suppose you're interested in buying a boat from an Australian company that has a Web page featuring pictures and specifications of its various models. All you have to do is fire up your World Wide Web software and type in the company's Web page address, which will probably be an intuitive, easy-to-remember string of characters like this:

http//:wwwfweemer-twirple.com/ heppledork/sockitomesockitomefee##$. fle/fo/fum

Q: What if I type one single character wrong?
A: You will launch U.S. nuclear missiles against Norway.
Q: Ah.
A: But assuming you type in the correct address, you merely press Enter, and there you are!
Q: Where?
A: Sitting in front of your computer waiting for something to happen. It could take weeks. Entire new continents can emerge from the ocean in the time it takes for a Web page to show up on your screen. Contrary to what you may have heard, the Internet does not operate at the speed of light; it operates at the speed of the Department of Motor Vehicles.. It might be quicker for you to just go over to Australia and look at the boats in person.
Q: Does that mean that the World Wide

Web is useless?
A: Heck no! If you're willing to be patient, you'll find that you can utilize the vast resources of the Web to waste time in ways that you never before dreamed possible.
Q: For example?
A: For example, recently I was messing around with a "Web browser," which is a kind of software that lets you search all of cyberspace - millions of documents for references to a specific word or group of words. You can find pretty much everything that anybody has ever written on the Internet about that topic; it's an incredibly powerful research tool.
Q: That is truly beautiful.
A: Yes. And it's just one teensy little piece, one infinitesimally tiny fraction, of the gigantic, pulsating, mutating, multiplying mass of stuff out there on the Internet. Sooner or later, everything is going to be on there somewhere. You should be on there, too. Don't be afraid! Be like the bold explorer Christopher Columbus, (E-mail address: ChrisCol@nina, pinta&santamaria.ahoy) setting out into uncharted waters, fearful of what you might encounter, but also mindful of the old inspirational maritime saying: "If you don't leave the land, then you'll probably never have a chance to get scurvy and develop anemia, spongy gums, and bleeding from the mucous membranes."

So come on! Join me and millions of others on this exciting CyberFrontier, with its limitless possibilities for the enhancement of knowledge and the betterment of the human race!

Wazootyman is waiting for you.

Tha art of editing a newsletter in a nutshell

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Star Extra #5: Tha lateat in the aeries contains the demo-magazine Driven, issuea #22-#26, 1000 blocks of FLI grsphica (wowl), Hacking Msgazine #15, UNZIP64 V2, snd the bast demos of the yesr.
Two 1541 disks #0059D5 $12.00
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Printer Puzzles: Over 80 printable puzzles, tsksn from Barbara Schulak's PUZZLE PAGE EXTRAs. These are word snd number puzzlea, perfect for newslettars, partiea or juet for the fun of solving. Solutions for sll puzzlea msy be printed.
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Crossword Carnival: All of the croaaworda publlahed on LOADSTAR sinca THE COMPLEAT CROSSWORD (over 80, including eight new ones).The psckage includea s croaeword pleyer and printer, and three novel games you csn play with the crosswords before or sfter aolving them: BLOCKWORDS, CLUELESS CROSSWORDS AND CRYPTO-CROSSWORDS.
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Best of Basics: Edited by Bob Marklend, this collection of the best articlea tsksn from Zero Pages BASICS column will help you get started in programming.
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The Compleat Crossword: 220 profesalonsl croaaworda from Barbars Schulak and others. Puzzles csn ba "marked" to show which havs been aolved and which hsvan't.
CC #1 One 1541 disk #0036D5 $10.00
CC #2 One 1541 disk #0037D5 $10.00
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The Compleat Dave: Over 250 claesic melodiee from yeateryear, arrsnged and tranacribed by the Master of Music, Dave Marquis, now available in one gigantic 8-hour collection.
Three 1541 diaks #070525 $12.00
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The Compleat Gems: Over 350 "cheater" programs thst will modify commercial gamea to give you unlimited livaa or power. Also fixes annoying bugs found in aome progrsms. See LOADSTAR #153 for list of supported programs.
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The Compleat Jon: From Jon Mattson, eleven maaterful games of all kinds: AI, role-playing, educational, mazes, fantaay, etc. Soma of the best gsmes ever publlahed on LOADSTAR.
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(C-128) The Compleat Lee O: Six of Lea O. Clinton's bsst serioua progrsms for the C128 80 column mode. Finance, auto axpenaa, a kitchen halper, genealogy, resume writing, mutusl funds!
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The Compleat Maurice: A complletion of 26 aolitsire card games written by Maurice Jones, the acknowiadged master of csrd game simulations for the C-64/128.
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The Compleat New Testament On Disk: All of the King James varsion of the New Testsmant in s special packed format for faat and aaay searchlng, clipplng, etc. See s demo on LS #152.
Thrse 1541 dlska #0042D5 $20.00
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Seven 1541 diaka #0046D5 $20.00
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The Compleat Programmer: All of the best tools, axtensions, lsngusges, ssaemblers, tutorials snd utilities svsr published on LOADSTAR. Way over two megabytee of instructional text and valusble tools.
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The Compleat Roger: 25 educationsl quiz programs, each carefully craftad by Roger Norton, sn educator who uees C-64s.
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The Compleat Walt: The greatest one-msn collection of srt on any computer platforml 24 of Walt Harned's slideshowa snd drswing tutorisls, with over 250 full screen pictures.
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John's Warhorses: Ovar two hours of claesical Stereo SID music from John Ksputs. Includes Msrk Dlcksnson's STEREO SID PLAYER and mueic by Beethoven, Hsndel, Bach and Rsvel. SID Symphony cartridge recommended, but not required.
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LS UpTime Helpware: Sixteen aerioue programe from UpTime, LOADSTAR's rivsl from the old deys. Programa have been updeted for the 90a. No gamee.
One 1541 disk #0039D5 $12.00
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Songsmith: LOADSTAR'e own mueic-making progrsm. With thia deluxe muaic editor/player you cen eeslly transcribe music from sheet music or make up your own tunes. Songsmith comea with s slick 30-page menual and a jukebox player with eight tunes.
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Star Extra #1: LOADSTAR'e latest seriea of dieke containing only the BEST of the world of PD software. Demos, toola, tutoriala, programming magazinea, and morel
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Two 1541 disks #0051D5 $12.00
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Super Star Search 1: Enjoy working 200 original word aesrch puzzlea by Steven Thomee and Art Dudley, using John Serafino's modern point and click program.
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ProseQuest '97: All of the entries to the 1997 Prose-Queet Writing Contest are collected. Includes the 3 winning etories and novellea by Fender Tucker end Jeff Jonee.
Two 1541 diske #0053D5 $5.00
One 1581 disk #0043D3 $5.00

Maurice's Eight Pack: Never before published, eight new gamee from the Acknowledged Mester of Card Game Simulstione, Maurice Jones.
One 1541 disk #0056D5 $12.00
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LOADSTAR T-shirts: Limited edition Fruit of the Loom T-shirts. LOADSTAR'S nemeeie, Kneee Calhoon, stande up to reguler waahing and drying. Where else cen you find Commodore spparel? 50% Cotton/Polyester. $15.00 eachl Small, Medium, Large & X-Lerge

The Loadstar Letter: Our "peper" publication, each monthly iaeua ia 14-16 pagea of the letest newe, the handieat tips, and the moat intereeting reeding in the 8-bit world. It'a not a "companion piece" to the LOADSTAR ieauee, but complamants the diek magazine by having long, in-depth "how to" articles on topics like scanning, desktop publiahing, the Internet, computer innovations, etc.
USA $18.00 International $20.00 in US Funds

Cryptic #59

By Fender Tucker

ACROSS

1. Disorganized escape route loses its last place off the earth (5,5)
7. Damage on one California instrument (9)
8. Factor leads alien "T" to famous southern Butler (5)
9. Cards put love in sour taste (5)
10. A ham on rye left city in Nebraska (5)
13. Smother a Southwestern weapon (5)
15. Perp in Poe novel makes pizza meat (9)
16. Zen goal achieved by revamping penance, ire (5,5)

DOWN

1. Mom loses head over globe where the dead are (5,5)
2. Triumvirate are reportedly in ye Amish? (5)
3. Gnarled roots reveal a place to come home to? (5)
4. Color gets Granpa in trouble (5)
5. Alternate greeting with vehicle seat (5)
6. Final analysis: mob let into chaos (6,4)
11. Tree snake leads two directions (5)
12. Beer absorbs very quiet fruit (5)
13. Animal that woman held over El Paso (5)
14. Initially, a lyrical ode heralds an Hawaiian greeting (5)
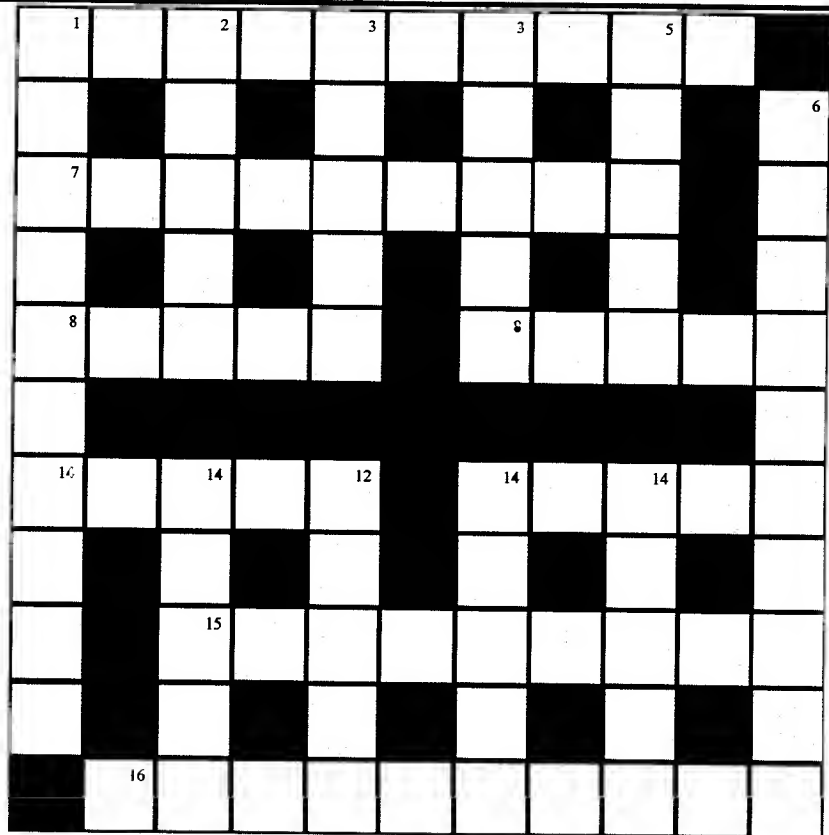
Answers to Cryptic #58

ACROSS

1. GREECE - Homophone of GREASE
4. ASEA - AS + EA
8. RULER - Double definition
9. ADEPT - Anagram of TAPED
10. ERR - E + RR
11. LURID - U + R inside of LID
13. SAND - AN inside of SD
16. OPEN - Backwards in clue
19. SHAFT - Double definition
22. ORE - Pun on WHORE
23. TUNED - UN inside of TED
24. TROVE - Anagram of OVERT
25. ETAL - ETA + L
26. SPARTA - Anagram of SATRAP

DOWN

1. GIRDLE - Anagram of GIRL ED
2. EULER - Anagram of RUE LE
3. CURED - RE inside CUD
5. SKEIN - Anagram of NIKES
6. ALTO - Double definition
7. MARS - Double definition
12. IKE - Hidden in clue
14. ASH - Anagram of HAS
15. ATHENA - Anagram of HEAT AN
17. PANDA - Anagram of AND PA
18. NODE - Anagram of NODE
19. SETUP - ET inside SUP
20. AMOUR - LAMOUR without the L
21. STYE - Homophone of STY

Little Known Facts And Quotes

"Contrary to popular opinion, facts are not established by popular opinion." --Don Watson, ISPE

"I'm glad I'm not President of the United States, because then I would be limited to having sex with pretty much whoever shows up in my office." --Patti North-Rudin

"In the midst of winter, I finally learned there was within me an invincible summer." --Albert Camus

"I am not part of the problem. I am a Republican." --Vice President Dan Quayle

"A low voter turnout is an indication of fewer people going to the polls." --Vice President Dan Quayle

"It's time for the human race to enter the solar system." --Vice President Dan Quayle

"Life is short, so we must move very slowly." --Thai proverb

"If your work speaks for itself, don't interrupt." --Industrialist Henry Frazier

"Sleep is death without the responsibility." --Fran Leibowitz

"Give a man food, and he can eat for a day. Give a man a job, and he can only eat for 30 minutes on break." --Lev L. Spiro

"When the snow is up to your knees, about the only thing to be thankful for is that you're not eight feet tall." --Doug Larson

"Laughter gives us distance. It allows us to step back from the event, deal with it and then move on." --Bob Newhart

"It's spring! Now all those people who drive like jerks in the snow can start driving like jerks in the rain." --J. Wagner

"This wall paper is killing me. One of us will have to go." --Oscar Wilde, on his death bed

"Buy old masters. They fetch a better price than old mistresses." --Lord Beaverbrook

Asked about his philosophy of life, President Harry S. Truman, a farmboy at heart, replied, "Never kick a fresh turd on a hot day."

☺ The oldest known goldfish lived to 41 years of age. Its name was Fred.

☺ There is a town in Newfoundland, Canada called Dildo.

☺ Kotex was first manufactured as bandages, during WW1.

☺ Einstein couldn't speak fluently when he was nine. His parents thought he might be retarded.

☺ In 1983, a Japanese artist made a copy of the Mona Lisa completely out of toast.

☺ In 1984, a Canadian farmer began renting ad space on his cows.

☺ An average person laughs about 15 times a day.

☺ The average person is about a quarter of an inch taller at night.

☺ The condom - made originally of linen - was invented in the early 1500s.

☺ The first-known contraceptive was crocodile dung, used by Egyptians in 2000 BC

☺ America's first nudist organization was founded in 1929, by 3 men.

☺ A Saudi Arabian woman can get a divorce if her husband doesn't give her coffee.

☺ The Neanderthal's brain was bigger than yours is.

☺ The average bank teller loses about $250 every year.

☺ Every person has a unique tongue print.

☺ Women's hearts beat faster than men's.

☺ Only 55% of all Americans know that the sun is a star.

☺ Most American car horns honk in the key of F.

☺ About 70% of Americans who go to college do it just to make more money. [The rest of us are avoiding reality for four more years.]

☺ Sigmund Freud had a morbid fear of ferns.

☺ Most lipstick contains fish scales.

☺ Hypnotism is banned by public schools in San Diego.

☺ The three best-known western names in China: Jesus Christ, Richard Nixon, and Elvis Presley.

☺ 27% of U.S. male college students believe life is "a meaningless existential hell."

☺ Thomas Edison was afraid of the dark.

☺ "Kemo Sabe" means "soggy shrub" in Navajo.

Why Yawning Is Contagious: You yawn to equalize the pressure on your eardrums. This pressure change outside your eardrums unbalances other people's ear pressures, so they must yawn to even it out.

The earth may spin faster on its axis due to deforestation. Just as a figure skater's rate of spin increases when the arms are brought in close to the body, the cutting of tall trees may cause our planet to spin dangerously fast.

Birds take off at sunrise. On the opposite side of the world, they are landing at sunset. This causes the earth to spin on its axis.

The reason hot-rod owners raise the backs of their cars is that it's easier to go faster when you're always going downhill.

The quantity of consonants in the English language is constant. If omitted in one place, they turn up in another. When a Bostonian "pahks" his "cah," the lost r's migrate southwest, causing a Texan to "warsh" his car and invest in "erl wells."
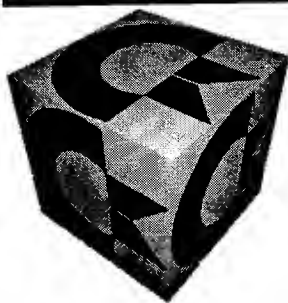
LOADSTAR LETTER #59

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